

AMENDMENTS TO THE SPECIFICATION:

- Please replace para [00028] as follows:

[00028] Stored within the memory 26 is one or more graphical images 42a, 42b that may be displayed on the touch-sensitive screen 12. For example, a pre-set background image may be stored in a non-volatile portion of memory 26, or a digital photo may be stored in a volatile portion of memory 26, or a page from an internet site (a web page) may be stored in a temporary cache of a volatile memory 26, each of which may be displayed as a graphical image 42a on the touch-sensitive screen 12. Figure 2A depicts a perspective view of the touch-sensitive display screen 12-14 with a web page as the main graphical image 42a and a banner-type image 42b disposed above it. Typically, not every portion of the display screen 14 is occupied by a graphical image 42a, 42b.

- Please replace para [00029] as follows:

[00029] Depending upon the software program used to enable display of the graphical image 42a, 42b, various attributes of that program may be superimposed over the graphical images 42a, 42b or alongside them. For example, scrolling operators 44a, 44b along perpendicular margins of the display screen 12 allow a user to scroll horizontally or vertically to view different portions of the underlying entire image, when the screen 12 does not display the entire underlying image as a whole. Various toolbars such as a medial toolbar 45 that divides the two ~~graphics 46a, 46b~~ graphical images 42a, 42b from one another, a lower toolbar 46 that indicates the internet address of the current graphic 42a, 42b, and an upper toolbar 47 may be disposed over or about the graphics 42a, 42b. These toolbars generally include various buttons 46a, 46b, for performing various different functions quickly, such as launching a different computer program. Alternatively, submenus may be accessed as indicated by the medial toolbar 45. Each of these, the toolbars and scrolling operators, are attributes of the software program used to display the graphical images 42a, 42b, and do not form part of the graphical images themselves.

- Please replace para [00038] as follows:

[00038] Figures 4A-4B show the results of recognizing the circle character 52 of Figures 3A-3B. Specifically, the circle character 52 of Figures 3A-3B is associated with a command to display a submenu of shortcut icons 48. Each icon 48a-d is a shortcut to execute

a computer program that operates on the computer graphic. A computer program according to ~~the present~~ an embodiment of the invention recognized the circle character 52 of Figures 3A-3B, and compared it to command characters stored in memory, each command character being associated with a computer instruction or a command. Once a positive match was found, the computer command associated with the command character matched by the character 52 scribed by the stylus 50 was executed by the host device 10.

- Please replace para [00040] as follows:

[00040] In ~~a preferred one~~ embodiment, the ~~present~~ invention includes computer instructions embodied in a computer readable medium such as a SRAM, EPROM, CD-ROM, or other computer readable medium. Preferably, such a medium is disposed within a mobile station such as a mobile phone that may have additional capabilities such as gaming, internet access, and/or a personal digital assistant. Such a mobile station has a variety of functions and a relatively small user interface, and the present invention offers ~~more~~ a more efficient and intuitive way for a user to move between the various programs using the interface. In that respect, it serves to emulate a second (e.g., right) mouse button on a touch sensitive display 12 without undermining or otherwise altering emulation of the first (e.g., left) mouse button, which is done for by tapping or dragging at the cells 34 recognized as active by the display program.